

Claims

1. A method for personalizing a computer network, comprising the steps of:

 sending a generic server computer personalization information for personalizing the server; and

5 sending the server personalization information for personalizing at least one client of the server.

2. The method of claim 1, wherein the step of sending information for personalizing the server comprises sending at least one of: the server's name, the domain in which it resides, the list of
10 services it should provide, the way its disks should be configured (e.g. striped, RAID, mirrored, etc.) or its Internet address (IP address).

3. The method of claim 1, wherein the step of sending information for personalizing at least one client comprises sending at least one of: identification of a "Documents and Settings" directory
15 for a user, Windows operating system registry information, and corporate policy information.

4. The method of claim 1, further comprising the step of configuring the server to ignore workstation requests for personalization until after the server is at least partially personalized.

20 5. The method of claim 1, further comprising the step of configuring the client to ignore at least some user requests until after the client is at least partially personalized.

6. A configured storage medium embodying data and instructions readable by a computer to perform the method of claim 1.

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7. A system comprising at least one server and at least one client, the server configured to receive server personalization information for personalizing the server and client personalization information for personalizing the client, the server also configured to provide the client personalization information to the client after the server is at least partially personalized by the server personalization information, the client configured to personalize itself using the client personalization information.

8. The system of claim 7, wherein at least one client is a laptop disconnectable from the server.

9. The system of claim 7, further comprising a higher-tier server, such that the higher-tier server receives personalization information for personalizing the client's server, and the higher-tier server provides such personalization information to the client's server after the higher-tier server receives higher-tier server personalization information and at last least partially personalizes itself using that information.

10. The system of claim 7, wherein corporate Roles Info personalization information is subservient to Workstation Info and/or User Info.

11. The system of claim 7, wherein corporate Roles Info personalization information dominates Workstation Info and/or User Info.

12. A method for personalizing computer hardware, comprising the steps of:

collecting and storing personalization information pertaining to an existing server and an
5 existing client;

replacing the existing server and client with a new server and client;

sending the personalization information to the new server;

personalizing the new server using the personalization information that pertains to the
existing server;

10 sending the personalization information that pertains to the existing client from the new
server to the new client; and

personalizing the new client using the personalization information sent to the new client.

13. The method of claim 12, wherein the personalization information is stored with a
15 remote service provider.

14. The method of claim 12, wherein the personalization information comprises roles
information, net information, client information, and user information.

20 15. The method of claim 14, wherein role information comprises personalization
information common to or driven by roles or functions within a company, wherein net
information comprises personalization information common to a workgroup, network, or

server, wherein client information comprises personalization information specific to a client, and wherein user information comprises personalization information specific to a user.

5 16. The method of claim 12, wherein the new client and server are generic.

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